

### The Technology Integration Branch and SCoE Mobile:

CASCOM's "Secret Superheroes"\*

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<sup>\*</sup> Release of this information does not imply any commitment or intent on the part of the US Government to provide additional information on this topic or any topic presented herein. This briefing is provided with the understanding the recipient Government will make similar information available to the US Government upon request.





## **Technology Integration Branch**

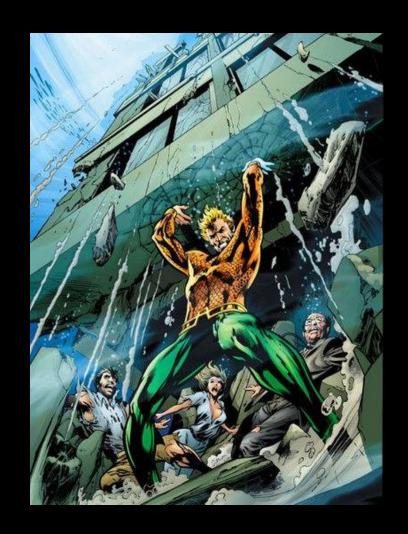
#### The SCoE Mobile Team offers:

- Application build/creation
- Fully Functional mobile capability for instructional material

#### The SCoE Simulation Team offers:

- 3D environments and 3D rendering
- Ability to create quick instructional videos via VBS2

All 8 members of the branch are GS employees.



# Technology Integration Branch Missions



Transportation



**Training Technology** Division

**Technology** 

**Integration Branch** 



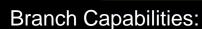
**Mobile Solutions** 











- Domain Blackboard Admin Support from the Army's only full Certified Blackboard Staff
- Full conversion of PowerPoint presentations into higher level interactivity experiences
- Application creation in multiple mobile formats
- Full scenario and virtual world builds for in and out of classroom

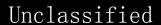




**Simulated Environment** Solutions/Capabilities



**Army Gaming Scenario Builds and Implementation** 



### **SCoE Mobile**

- 77+ applications created in-house
- Joint Electronic Library (JEL)
- EOD utilized currently by Navy (iPad)
- JMAC utilized by Marines
- Each application molded into 9 unique formats:
  - XBOX 360
  - PSP
  - PS3
  - Palm
  - Android
  - iOS
  - Windows
  - Sony eReader
  - Nintendo DS



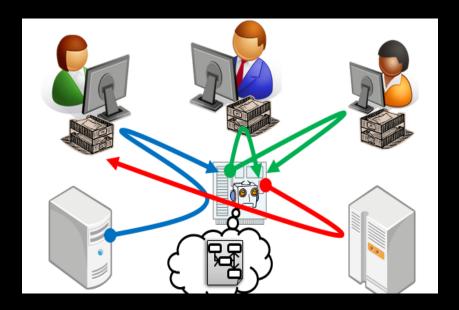
### **SCoE Mobile Apps Samples**

- DoD Compensation and Benefits
   Handbook for Seriously III and Injured
   Members of the Armed Forces
- DA/OCPA Social Media Handbook
- DA Warrior Citizen Magazine
- Pilots: 92Y , PAO, 91D, EOD, Watercraft Ops, Joint Mortuary Affairs
- Contract Officer Representative Course



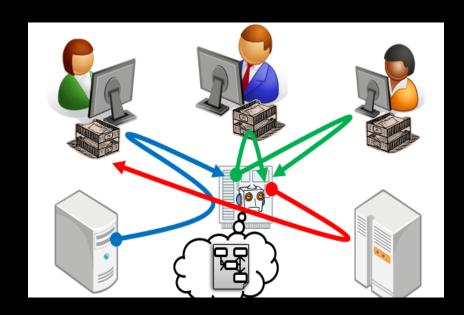
### **Best Practices: App Working Group**

- Created and Institutionalized per CASCOM, TRADOC G6 and NETCOM
- Comprised of members of PAO, JAG, SCoE Mobile, etc.
- For PUBLIC FACING applications, group validates it can be put out onto Marketplaces
- Once approved, paperwork is signed for record keeping purposes
- Apps are then set on Marketplaces (currently ONLY Apple as their approval process validates code, while ANDROIDs does not)
- Meets once a month.



### Best Practices: SCoE Mobile's IDEA

- Instructional Designer Educational Alliance
- Peer to Peer Network for Training
- Comprised of partnerships of university professors, college students, private industry specialists, Army educations/SMEs
- Free 6 week training programs set up in semesters in which lessons on using and implementing new technology are taught
- Instructors are given only a certificate of appreciation for their records
- Sample topics taught: Adobe CS5, Web Design, Avatar creation, mobile development, etc.
- SCoE utilizes IDEA as a way to cut costs for training the workforce and keep their technological knowledge base up



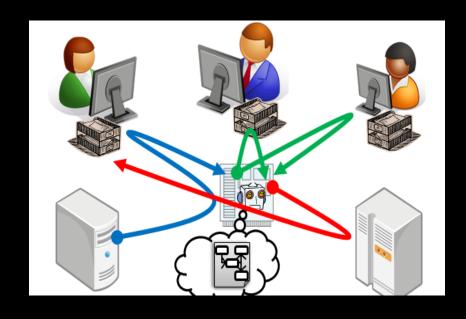
### **SCOE SIM**

- VBS2 Sustainment –centric in-house development
- 3D model creation, film and audio editing, scripting, and maintenance capabilities
- EOD utilized currently by Navy (iPad)
- Utilize capabilities of TCM-G and TBOC to prevent replication of work
- Oversee installation and tech support to all Sustainment VBS2 laptops at various locations:
  - JMAC
  - EODD (Lee)
  - EODD (Eglin AFB, FL)
  - Aerial Delivery (pending)



### Best Practices: Workflow Procedures

- Schoolhouse/Training Developers determine possible POIs that might benefit from technological transitioning
- 1750 structures application, possible app creator
- Designer/programmer creates product
- Product undergoes inter QA check
- GS 1750 on mobile team reviews product for educational soundness
- SMEs are called back in to evaluate product for technical accuracy and usability
- Product is officially submitted to proponent/customer



### **SCoE Mobile: Futures Lab**

#### SCoE Mobile Team also offers:

- Touch Screen integration with 3D models and haptic technology
- LAN and off .mil network collaboration for COTS Gaming
- Full mobile and futures development workspace for collaboration in instructional design



### **SCoE SIM: Collaboration Lab**

#### SCoE SIM Team also offers:

- Touch Screen integration with VBS2 to the Sustainment Community
- Virtual Driver Capabilities with DBOX Seat integration for EOD and TRANS
- CASCOM HQ LAN linked VBS2 sets for both immediate development/maintenance as well as 1750/TD validation of products



### **SCoE MOBILE: COTS Gaming**

#### SCoE Mobile Team also offers:

- Avatar/scenario creation and Commercial-Off-The-Shelf Game Training Network
- Uses XBOX 360 Online capabilities for education and training
- Utilize all parts of COTS systems in Instructional Design



### **SCOE MOBICON**

- New Emerging Technology and Technological Education begun in IDEA is continued/renewed at MOBICON
- A two day conference for practitioners, MOBICON touches on military education trends and guidance as well as implementing technology at low-cost, no-cost



 This year's conference will be 100% online and open to all DOD.

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